

**REMARKS/ARGUMENTS**

Applicant respectfully requests reconsideration and allowance of the subject application.

Claims 1-34 were originally submitted.

No Claims are currently amended.

Claims 1-34 remain in this application.

1                   **Examiner Interview**

2                   A telephone interview took place on March 11, 2008 between Examiner  
3 Joshua Wert, Primary Examiner Corbett , and Emmanuel Rivera. Claims 1-34 are  
4 rejected based on U.S. Patent 6,684,062 to Gosior et al (Gosior).

5                   It was discussed whether Gosior discloses “a host that receives game  
6 controller data and determines quality of service (QOS) on the received game  
7 controller data” and “transmission power management at the game controller is  
8 based on the QOS of the received game controller data”; and “a game controller  
9 that transmits the game controller data to the host, receives host data from the host  
10 and determines QOS on the received host data” and “reception power management  
11 at the game controller is based on the QOS of the received host data”, elements as  
12 recited by, as an example, by independent claim 1.

13                  It was particularly discussed whether power adjustment in either the host or  
14 the controller as described in Gosior, discloses adjusting power based on received  
15 Quality of Service. Examiner Wert presented that such an element is shown in  
16 Gosier, citing col. 10, lines 4-5, lines 21-23 of Gosier. Although power adjustment  
17 is described by Gosior, such adjustment is not based on QOS, but an RF signal or  
18 RF signal level. Further arguments are provided below in distinguishing RF signal  
19 and QOS, and what is described in Gosior and what is recited in the claims.

20                  No agreement was reached during the interview. It was requested that  
21 Examiner Wert contact Emmanuel Rivera prior to issuing any subsequent Office  
22 Communication.

1 **35 U.S.C. §102(b)**

2 Claims 1-34 are rejected under 35 USC §102(b) as being anticipated by US  
3 Patent 6,684,062 to Gosior et al (Gosior). Applicant respectfully traverses the  
4 rejection of the claims.

5 Gosior describes a system architecture for short range, radio frequency  
6 wireless system for operating an electronic game device. A common framework  
7 is provided to allow interoperation of multiple types of wireless controllers with  
8 multiple electronic game device types.

9 The system architecture has a hand operated game controller, a base  
10 transceiver and an electronic game device. For wireless radio frequency  
11 transmissions, the system is arranged in a master-slave configuration with base  
12 transceiver acting as the master and controllers acting as the slave. The controller  
13 has a portable, hand operable remote component linked to electronic game device  
14 through a radio frequency (RF) wireless connection. The controller includes two  
15 subsystems defined as controller input/output subsystem and controller RF module.  
16 A controller input/output subsystem comprises an interface between game device  
17 and the user, and includes electronic devices to support digital and analog game  
18 control input keys and joysticks, audio input and output devices etc.

19 A Controller RF module manages the transmission of data between  
20 controller and base transceiver, and contains a link-status light emitting diode to  
21 show status information for a controller-to-base transceiver RF transmission  
22 channel.

23 Gosior describes an RF system design is used in either controller RF  
24 module or base transceiver RF module to both transmit and receive signals and to  
25 detect signal strength. All operations of the RF section are under the control of a

1 central microprocessor. The microprocessor controls a modulator and an oscillator  
2 to generate a transmit frequency shift key signal. The signal is amplified and  
3 controlled by an RF switch which controls the half duplex signal transmission.

4 When a signal is received, an RF switch allows the signal to pass into  
5 receive section. Using super heterodyne techniques, the signal is reduced to an  
6 intermediate frequency (IF) where a filter removes adjacent channel frequencies.  
7 Next the signal is amplified and passed through a demodulator. It is then extracted  
8 using a post detection filter and data slicer circuit and is sent to microprocessor.

9 A received signal strength indicator (RSSI) is used by microprocessor both  
10 to determine the received signal strength (for power control) and to act as a RF  
11 carrier detect to sense when a new RF transmission has been originated. The  
12 receive power is compared against the standard and this information is passed up  
13 to the next protocol layer where packet fields are used to carry power level  
14 information to dynamically adjust power levels of transmitting devices.  
15 Transmission frequencies are organized by channels. Each RF system uses a  
16 group of channels called “palettes” for transmission purposes. Channels in  
17 channel palettes are automatically replaced if one of the channels in a palette  
18 becomes bad (Fig. 10 lines Col. 5 line 43- Col. 6 line 15).

19 **Independent claim 1**, for example, “[a] gaming system comprising:

20 a host that receives game controller data and determines quality of  
21 service (QOS) on the received game controller data, wherein transmission  
22 power management at the game controller is based on the QOS of the  
23 received game controller data; and

24 a game controller that transmits the game controller data to the host,  
25 receives host data from the host and determines QOS on the received host

1 data, wherein reception power management at the game controller is based  
2 on the QOS of the received host data.”

3 As discussed above, Gosior describes that power adjustment, at either host  
4 (as presented by the Action) or controller is based on radio frequency transmission.  
5 In other words, power is adjusted based on signal strength received by either the  
6 host or the controller. In contrast, claim 1 recites that power management at the  
7 host and the controller is based on received QOS data. Gosior particularly  
8 distinguishes QOS data, which is provided in a separate CPD component which  
9 contains such QOS data (see col. 10, lines 2-3 of Gosior). Gosior fails to show  
10 that such QOS data is used for power adjustment at the host or the controller. The  
11 specification, for example, at paragraph, describes exemplary QOS data as actual  
12 (i.e., text) data of a received data packet; header data of a received data; and  
13 received voice data. Another QOS metric may include forward error correcting  
14 (FEC) code which inherently includes error checking.

15 Accordingly, Applicant respectfully requests that the §102 rejection of  
16 claim 1 be withdrawn.

17 **Dependent claims 2 to 11** are allowable based at the least on their  
18 dependency on claim 1, and for additional reasons presented below. Applicant  
19 respectfully requests that the §102 rejection of claims 2 to 11 be withdrawn.

20 Claim 2 recites “the host instructs the game controller to decrement  
21 transmission power at the game controller if the host determines that QOS on the  
22 received game controller data is acceptable”. The Action does not particularly  
23 point out where in Gosior this element is disclosed. As discussed, power  
24 adjustment described in Gosior is related to RF signal strength.  
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1 Claim 3 recites “the host instructs the game controller to increment  
2 transmission power at the game controller if the host determines that QOS on the  
3 received game controller data is not acceptable.” The Action does not particularly  
4 point out where in Gosior this element is disclosed. As discussed, power  
5 adjustment described in Gosior is related to RF signal strength.

6 **Independent claim 12** recites “[a] game controller that adjusts reception  
7 power based on quality of service (QOS) of received data from a host, and adjusts  
8 transmission power based on feedback from the host”.

9 The Action presents the same arguments in rejecting claim 1, as those used  
10 in rejecting claim 12, as to Gosior. Applicant presents the arguments in support of  
11 claim 1, in support of claim 12. Applicant respectfully requests that the §102  
12 rejection of claim 12 be withdrawn.

13 **Dependent claims 13 and 14** are allowable based at the least on their  
14 dependency on claim 12. Applicant respectfully requests that the §102 rejection of  
15 claims 13 and 14 be withdrawn.

16 **Independent claim 15** recites “[a] host in a gaming system that determines  
17 QOS of data received from a game controller and provides feedback to the game  
18 controller to adjust transmission power at the game controller based on the QOS  
19 determination”.

20 The Action presents the same arguments in rejecting claim 1, as those used  
21 in rejecting claim 15, as to Gosior. Applicant presents the arguments in support of  
22 claim 1, in support of claim 15. Applicant respectfully requests that the §102  
23 rejection of claim 15 be withdrawn.

24 **Independent claim 16** recites “[a] method to adjust communication power  
25 of a game controller comprising:

1 receiving data from a host;  
2 determining if data from the host is correctly received ; and  
3 changing receiver sensitivity based on the determining if data from  
4 the host is correctly received.

5 The Action presents the same arguments in rejecting claim 1, as those used  
6 in rejecting claim 16, as to Gosior. Applicant presents the arguments in support of  
7 claim 1, in support of claim 16. Applicant respectfully requests that the §102  
8 rejection of claim 16 be withdrawn.

9 **Dependent claims 17 to 23** are allowable based at the least on their  
10 dependency on claim 16. Applicant respectfully requests that the §102 rejection of  
11 claims 17 to 23 be withdrawn.

12 **Independent claim 24** recites “[a] method to adjust communication power  
13 of a game controller comprising:

14 receiving data from the game controller;  
15 determining quality of service (QOS) of the received data from the  
16 game controller; and  
17 providing feedback regarding how to adjust transmission power to  
18 the game controller based on the QOS determination.”

19 The Action presents the same arguments in rejecting claim 1, as those used  
20 in rejecting claim 24, as to Gosior. Applicant presents the arguments in support of  
21 claim 1, in support of claim 24. Applicant respectfully requests that the §102  
22 rejection of claim 24 be withdrawn.

23 **Dependent claims 25 to 29** are allowable based at the least on their  
24 dependency on claim 24. Applicant respectfully requests that the §102 rejection of  
25 claims 25 to 29 be withdrawn.

1           **Independent claim 30** recites “[f]or use with a gaming system, a storage  
2 medium having instructions that, when executed on the gaming system, causes the  
3 gaming system to perform acts comprising:

4                     determining QOS of data communicated between a host and one or  
5 more game controllers;

6                     adjusting receiver sensitivity in the game controllers based on QOS  
7 determination of host data received at each of the game controllers; and

8                     adjusting transmission power in each of the game controllers based  
9 on QOS determination of game controller data received by the host from  
10 each of the game controllers.”

11           The Action presents the same arguments in rejecting claim 1, as those used  
12 in rejecting claim 30, as to Gosior. Applicant presents the arguments in support of  
13 claim 1, in support of claim 30. Applicant respectfully requests that the §102  
14 rejection of claim 30 be withdrawn.

15           **Dependent claims 31 and 32** are allowable based at the least on their  
16 dependency on claim 30. Applicant respectfully requests that the §102 rejection of  
17 claims 31 and 32 be withdrawn.

18           **Independent claim 33** recites “[a] gaming system comprising:

19                     means for exchanging data between a host and a game controller;

20                     means for determining QOS of host data received by the game  
21 controller;

22                     means for determining QOS of game controller data received by the  
23 host; and

24                     means for changing communication power levels in a game  
25 controller, wherein transmission power is changed based on the QOS



1 determination of the game controller data and receiver sensitivity is  
2 changed based on the QOS determination of the host data.

3 The Action presents the same arguments in rejecting claim 1, as those used  
4 in rejecting claim 33, as to Gosior. Applicant presents the arguments in support of  
5 claim 1, in support of claim 33. Applicant respectfully requests that the §102  
6 rejection of claim 33 be withdrawn.

7 **Dependent claim 34** is allowable based at the least on its dependency on  
8 claim 33. Applicant respectfully requests that the §102 rejection of claim 34 be  
9 withdrawn.

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1 **CONCLUSION**

2 Pending claims 1-34 are in condition for allowance. Applicant respectfully  
3 requests reconsideration and prompt issuance of the subject application. If any  
4 issues remain that prevent issuance of this application, the Examiner is urged to  
5 contact the undersigned attorney before issuing a subsequent Action.

6  
7 Respectfully Submitted,

8  
9 Dated: March 13, 2008

By: /Emmanuel A. Rivera/  
Emmanuel A. Rivera  
Reg. No. 45,760  
(512) 344-9931